

Education

Skillset

University of Southern California (USC)

MFA Interactive Media, School of Cinematic Arts
09/2004 - 05/2007

Photoshop, Adobe Creative Suite, Vegas Video, Dreamweaver, PC and Mac Imaging (Ghost, TruelImage, Apple Netboot, Deploy Studio)

PHP, MySQL, Javascript, Actionscript, shell scripts.

Cinematography, animation, game development, tech troubleshooting, large format printing, Linux/Unix, MacOS server management, memory management, operating system performance, usability-conscious

Michigan State University (MSU)

BS Computer Science
BA Digital Media Arts & Technology
09/1999 - 05/2004

Work Experience

Programmer / Analyst II

UCLA Design Media Arts
2007 - Present

Supervised 5 instructional labs and printing facilities. Trained and managed team of 10-12 student consultants. Maintained 200 Mac and PC workstations, assisted with setup of student gallery shows. Built web-based equipment inventory and asset management system. Automated student charging for prints and equipment rental. Managed programmable door locks, installed video surveillance system. Regularly researched new technologies in design, film, and gaming.

Instructor + Counselor

Emagination Computer Camps
06/2006 - 08/2006

Guided a class of 30 high school students through creating a single player First Person Shooter. Demonstrated basic poly modeling, texture unwrapping, and mesh animation through a series of lectures and one-on-one assistance.

Assistant Lab Manager

USC Interactive Media Lab
08/2004 - 07/2005

Managed 3 computer labs. Built custom web app for scheduling and equipment inventory. Purchased hardware, set up networking equipment, maintained network taps.

Web Developer

MSU Nat'l Superconducting Cyclotron Lab (NSCL)
06/2002 - 08/2003

Wrote scripts to manipulate and resize photos, created scheduling app to enhance staff productivity. Updated working design based on weekly feedback from NSCL staff.

Counselor

MSU King-Chavez-Parks College Day Programs
09/1999 - 09/2003

Assisted with informative college workshops for middle and high school students from under-resourced communities. Taught introductory digital video course.

Featured Projects

Lead Designer + Developer

BikeCite
2008

Streamed video from helmet camera during a group bike ride to a large scale wall projection. Comissioned by LA Freewaves' Hollywood Experimental Media Arts Festival.

(Flash Media Server, laptop w/ EVDO card + webcam, Flickr API)

Lead Designer + Developer

cityTagz
www.citytagz.com
2006

Online mapping and annotation tool used to enhance spatial and historical awareness in the city of Los Angeles. USC Interactive Media MFA Thesis project.

(PHP/MySQL, GoogleMaps API, JavaScript)

VFX Artist + Coordinator Identity Theft, Game Over, Ese Beso 3/2006 - 7/2007	Supervised and created visual effects for two student films and one independent production. Shots involved camera tracking, CG compositing, and rotoscoping. (After Effects, 3dsmax, Photoshop)
Artist + Technical Producer Food Chain 2/2006 - 6/2006	An augmented reality experience in which two players collaboratively texture a blank 3D canvas. USC Interactive Media & Nanyang Technological University MXR Lab collaboration. (max/msp, LED motion tracker, gyroscopic sensor, Olympus head-mounted display)
Lead Artist + Webmaster Replay Fridge - rFactor www.rfactor.net 9/2003 - 5/2004	Created graphical user interface for an in-game racing simulation replay editor Developed an online progress tracking system to showcase milestones Codebase was built upon and used in release version of the game (Photoshop, PHP/MySQL, proprietary rFactor engine tools)
Lead 3D Artist + Animator BluJag Graphics Engine 3/2003 - 6/2004	Modeled, textured, and animated two low-poly characters for a side-scrolling video game. Rendered a short animated film using the custom BluJag engine. (3dsmax, Photoshop, BluJag engine)
Artist + Lead Developer 4H Garden Kids' Tour 4hgarden.msu.edu/kidstour 6/2000 - 9/2002	Online learning experience for K-8 students - a virtual representation of a botanical garden. Improved user interface through usability testing sessions. (Flash, Photoshop, QuickTime VR)

Volunteer Work

BikeRoWave www.bikerowave.org 12/2007 - present	Head mechanic and former board member of do-it-yourself non-profit bicycle repair cooperative. Helped customers build, repair, and maintain their bicycles. Assisted with outreach efforts at farmers' markets and community events in West LA.
BikeSide www.bikeside.org 02/2008 - present	Coordinated grassroots effort to create the Bike Backbone Network, a system of major thoroughfares which has been adopted in the official 2010 Bike Plan. Mapped and analyzed traffic collision data, assisted LAPD in reducing cyclist harassment.
Peace 4 Kids www.peace4kids.org 08/2006 - 06//2008	Mentored middle and high-school age at-risk foster youth. Refurbished PCs and donated them to families, taught digital media workshops.

Publications

Heeter, C., Lownds, N., Rhodes, B. and Peteu, M. *"Wonderwalls: Facilitating a Child's Sense of Wonder through a Collaborative Communication Environment,"* submitted for consideration to DIS 2004 (Designing Interactive Systems), August 1-4, Cambridge, MA, 2004.

Conferences and Awards

Heeter, C., Lownds. Wonderwalls: Playful Peer-to-Expert and Peer-to-Peer Collaborative Learning Spaces, exhibited at Siggraph 2005, Educators Incubator program.

Meekhof, C., Peteu, M., Shailesh S. BluJag: A Raytraced Rendering System. Merit Award (poster presentation), Michigan State University Undergraduate Research Forum 2004.